

FIG. 1 (a)

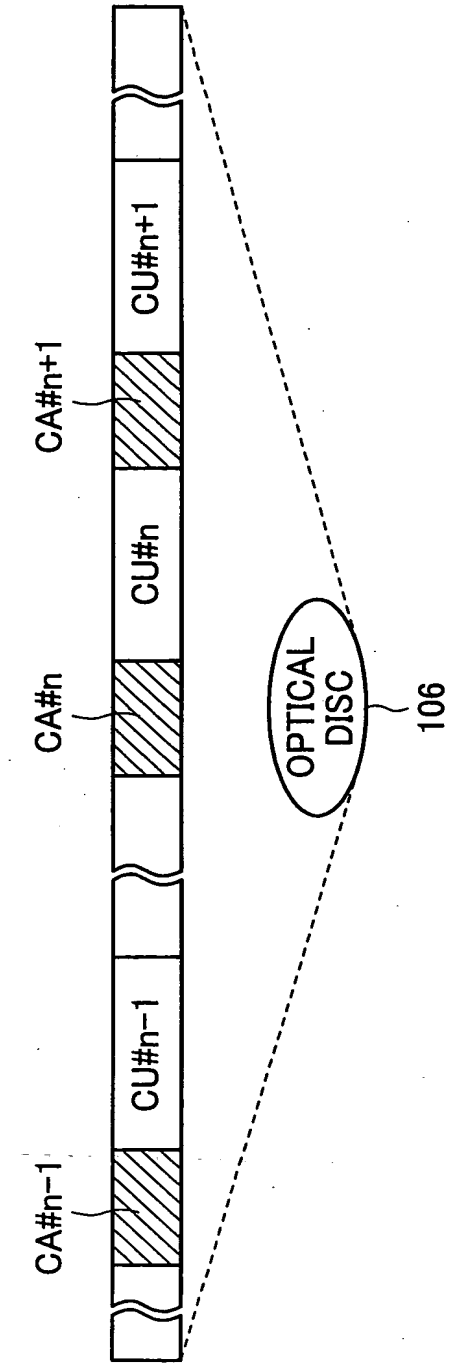
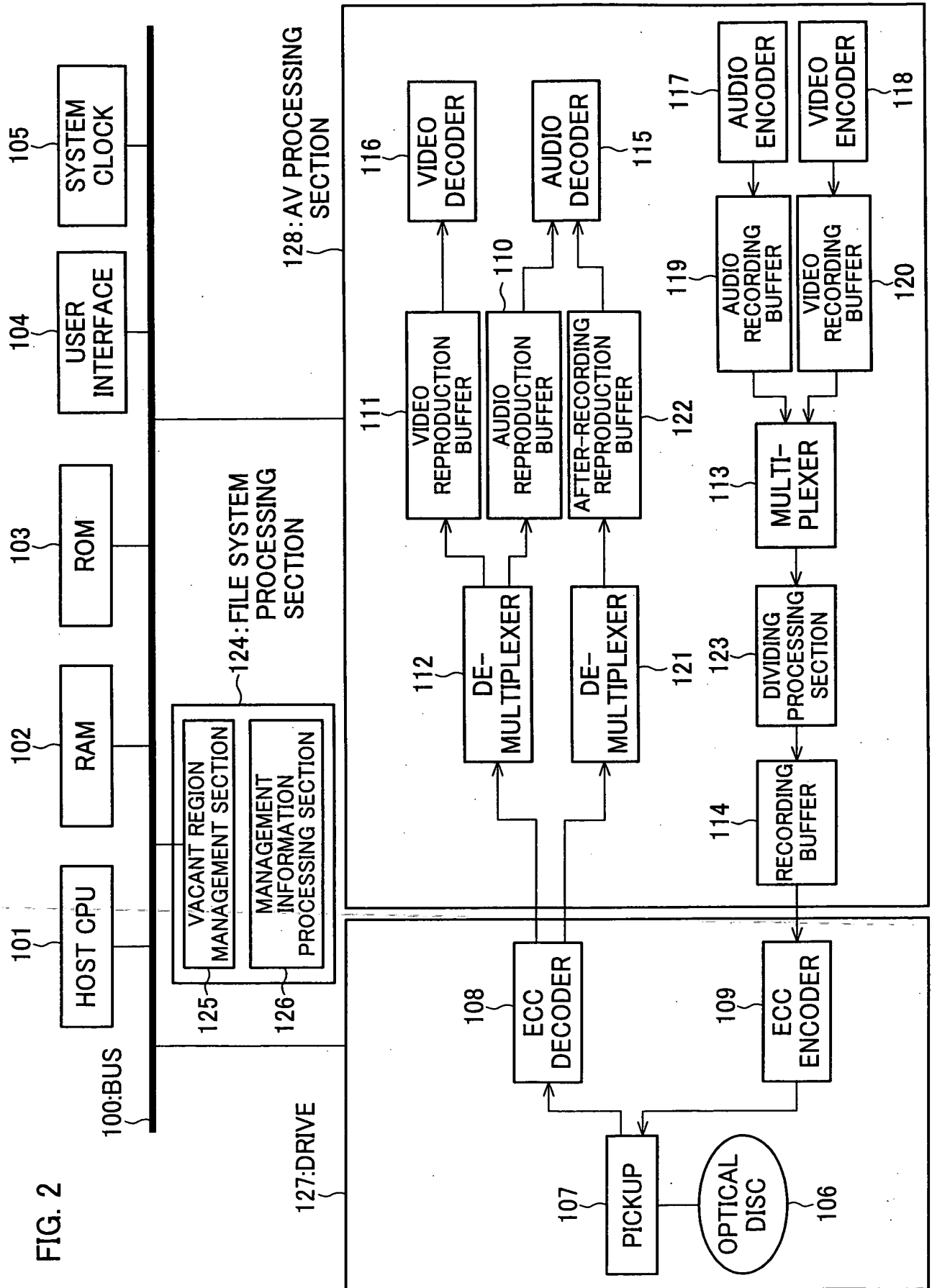


FIG. 1 (b)

2/24

FIG. 2



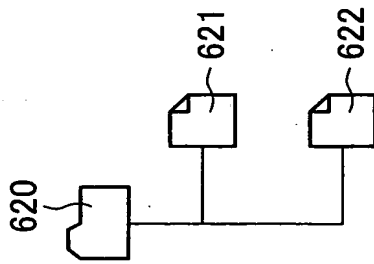


FIG. 3 (a)

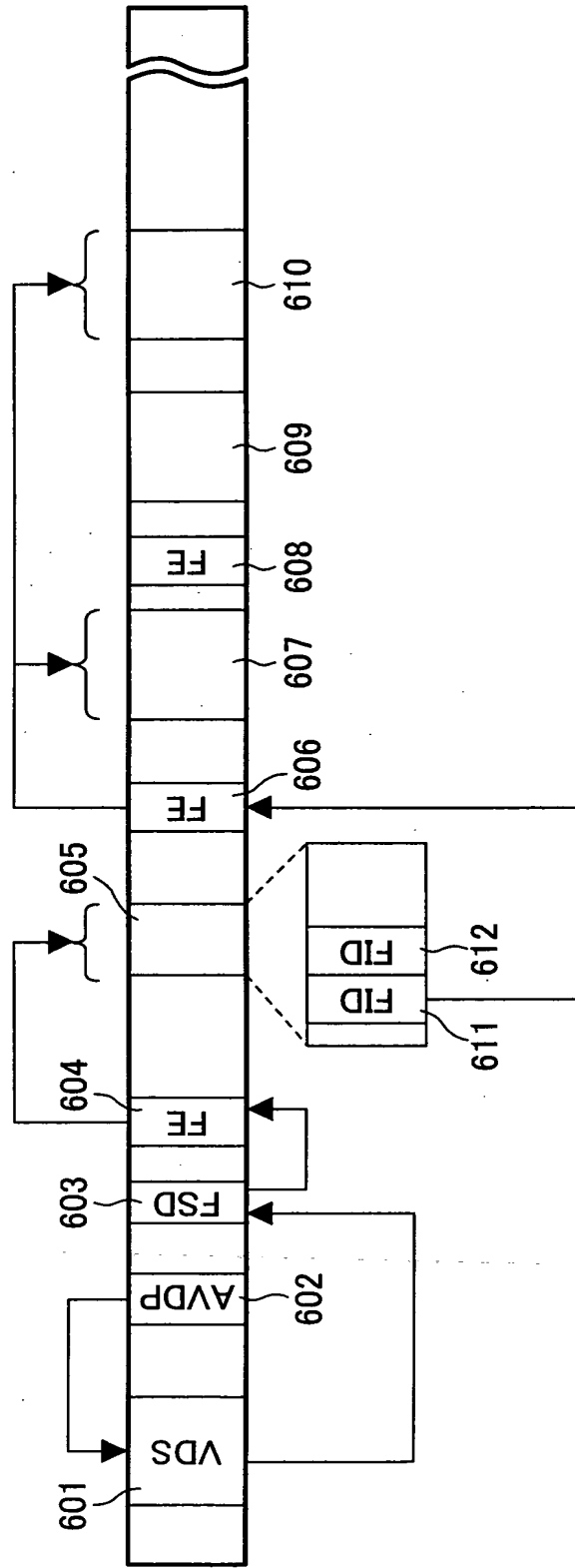
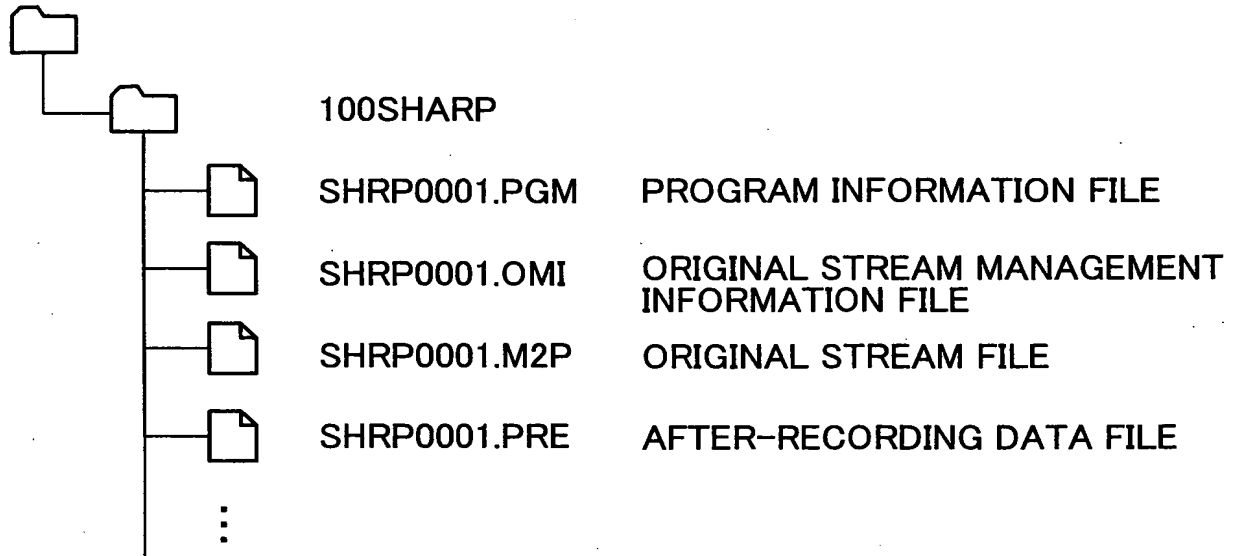


FIG. 3 (b)

4/24

FIG. 4



ORIGINAL STREAM FILE  
SHRP0001.M2P



CU#1	CU#2	CU#3	CU#4	CU#5		CU#N
------	------	------	------	------	--	------

FIG. 5 (a)

VU#1	VU#2	VU#3	VU#4	VU#5		VU#M
------	------	------	------	------	--	------

FIG. 5 (b)

V#1	V#2	V#3	A#1	V#4	V#5	A#2	V#6	V#7	V#8	A#3	V#9	V#10	V#11	V#12	A#4		A#K	V#L
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	------	------	------	-----	--	-----	-----

FIG. 5 (c)

6/24

FIG. 6

AFTER-RECORDING DATA FILE  
SHRP0001.PRE



CA#1	CA#2	CA#3	CA#4	CA#5		CA#N
------	------	------	------	------	--	------

7/24

FIG. 7

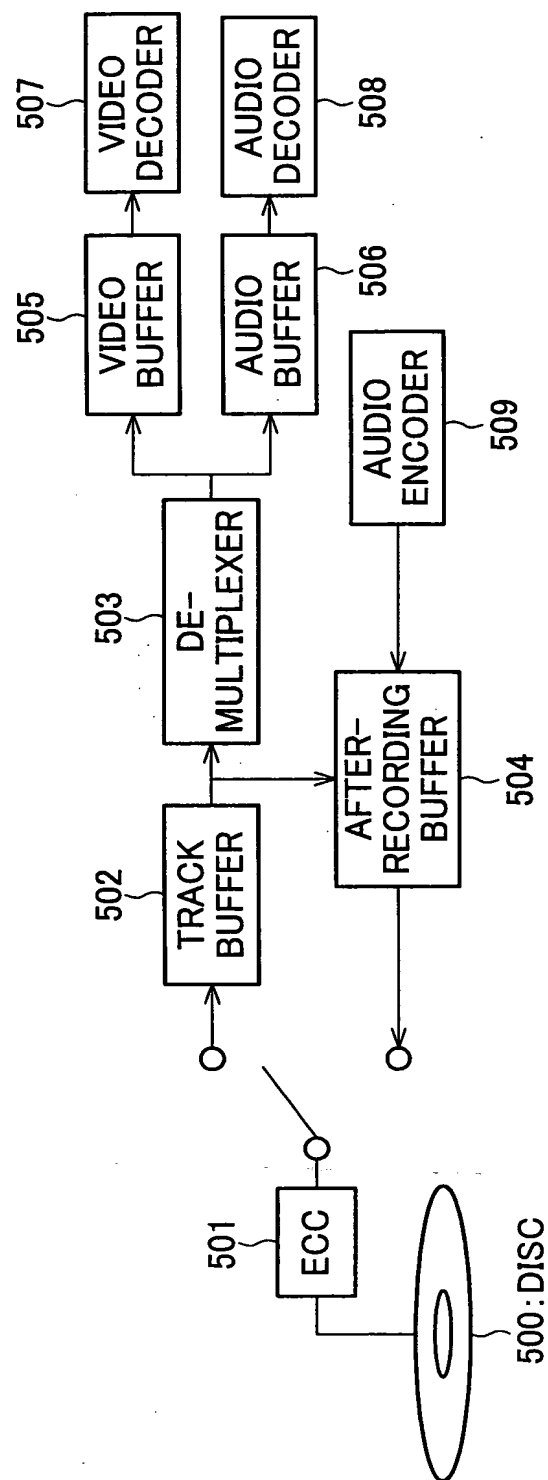


FIG. 8

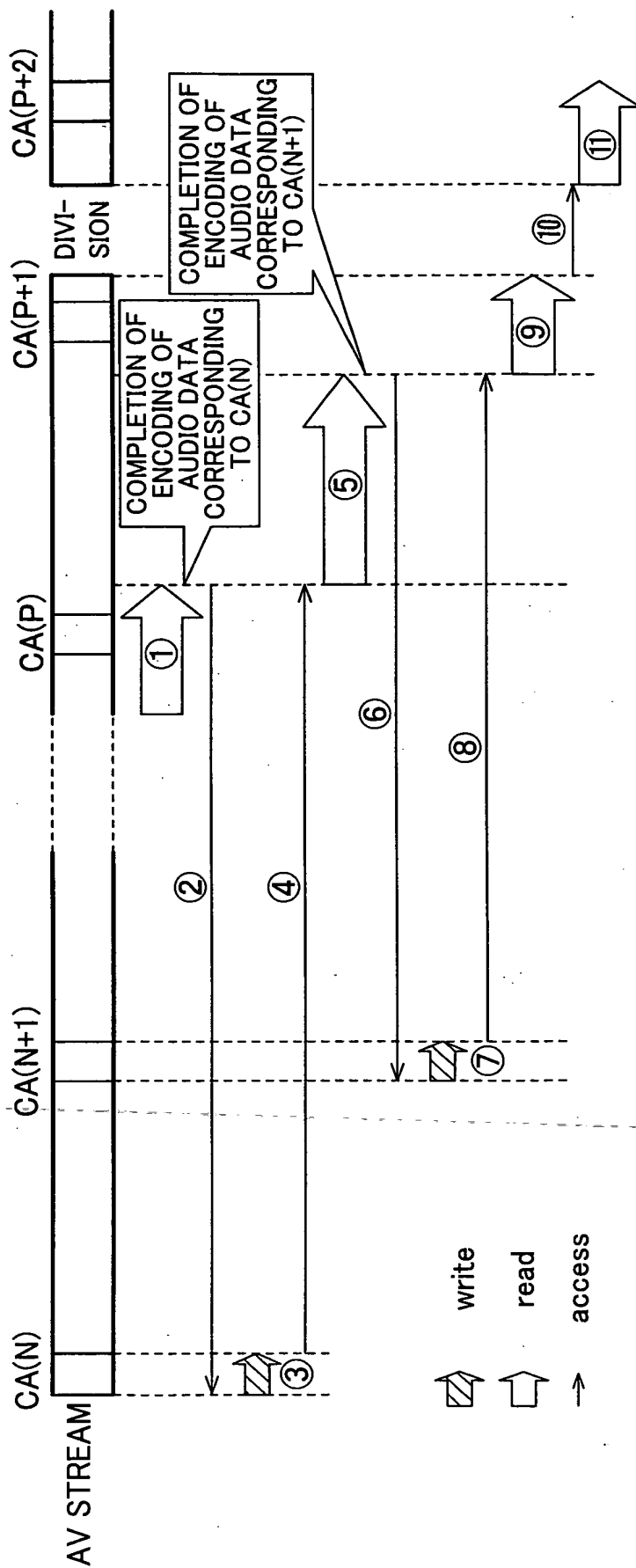




FIG. 9

```
STREAM MANAGEMENT INFORMATION FILE {  
    o_attribute()  
    video_unit_table()  
    p_attribute()  
    continuous_area_table()  
}
```

FIG. 10 (a)

```
video_unit_table() {  
    number_of_video_unit  
    for (i=0; i<number_of_video_unit; i++){  
        video_unit_info()  
    }  
}
```

FIG. 10 (b)

```
video_unit_info() {  
    VU_flags  
    VU_PTS  
    VU_PN  
}
```

10/24

FIG. 11 (a)

```

vU_flags(){
    first_unit_flag
}

```

FIG. 11 (b)

first_unit_flag	0b	NOT POSITIONED IN HEAD OF CU
	1b	POSITIONED IN HEAD OF CU

FIG. 12 (a)

```

continuous_area_table() {
    number_of_continuous_area
    for (i=0; i<number_of_continuous_area; i++){
        continuous_area_info()
    }
}

```

FIG. 12 (b)

```

continuous_area_info() {
    CA_flags
    CA_PTS
    CA_PN
}

```

11/24

FIG. 13 (a)

```

CA_flags() {
    placement_flag
}

```

FIG. 13 (b)

placement_flag	0b	NOT POSITIONED JUST BEFORE RELEVANT CU
	1b	POSITIONED JUST BEFORE RELEVANT CU

FIG. 14

```

PROGRAM INFORMATION FILE {
    pg_attribute()
    scene_table()
}

```

FIG. 15 (a)

```

scene_table() {
    number_of_scene
    for (i=0; i<number_of_scene; i++){
        scene_info()
    }
}

```

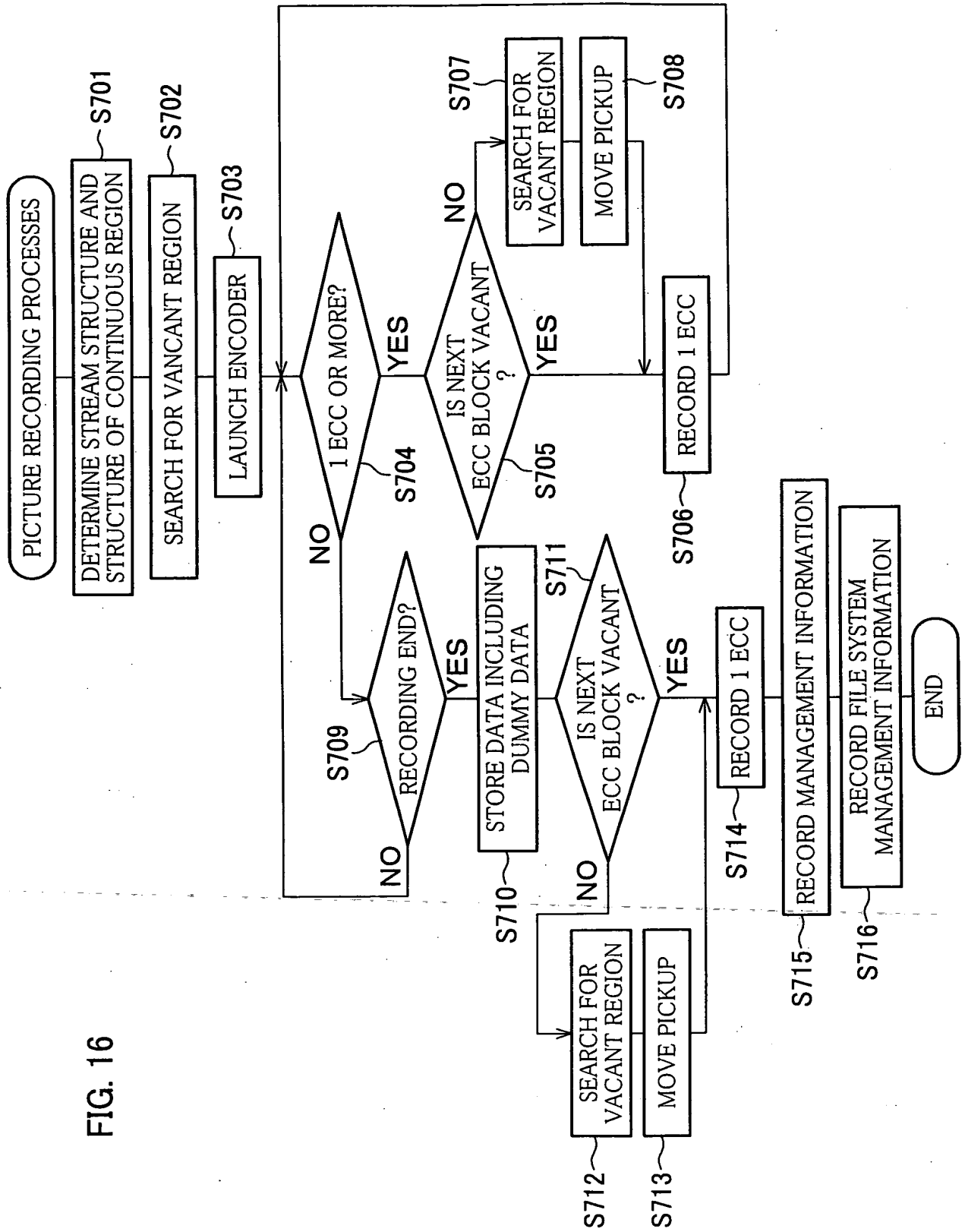
FIG. 15 (b)

```

scene_info() {
    sc_filename
    sc_start_PTS
    sc_duration
}

```

12/24



13/24

FIG. 17

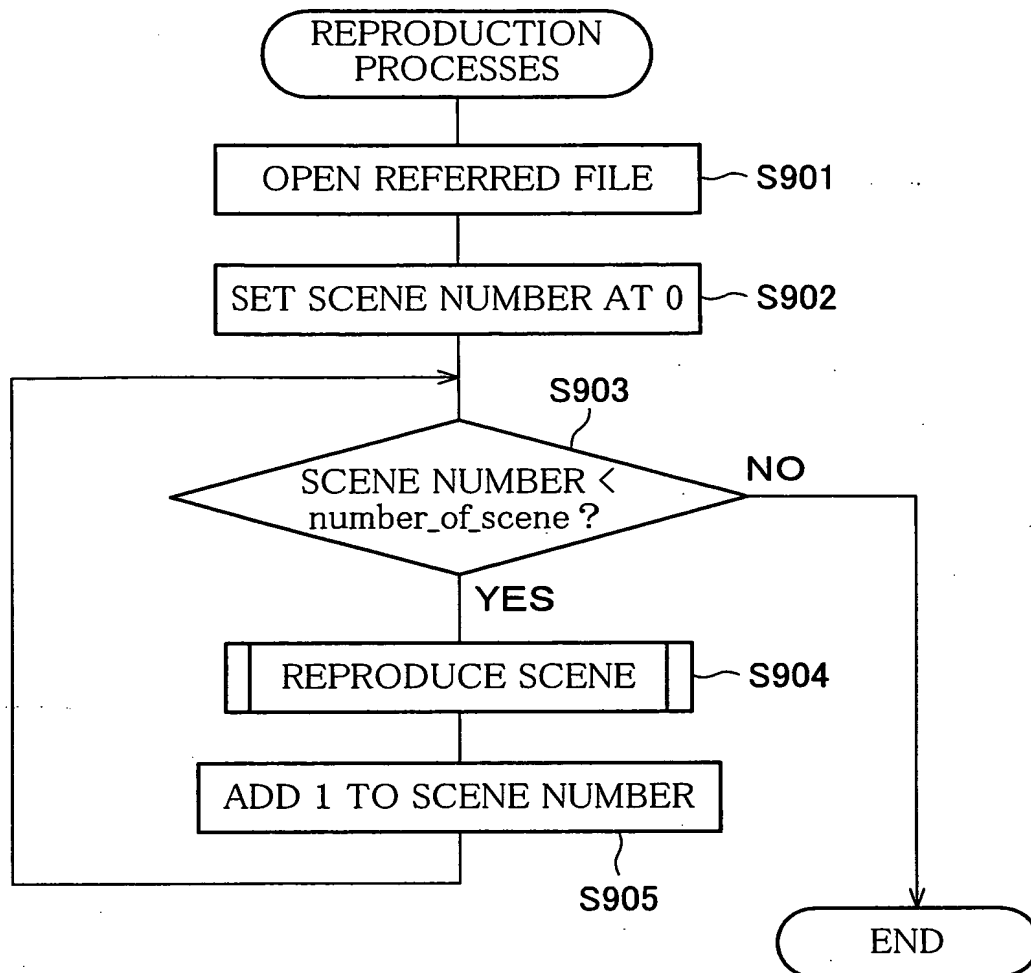
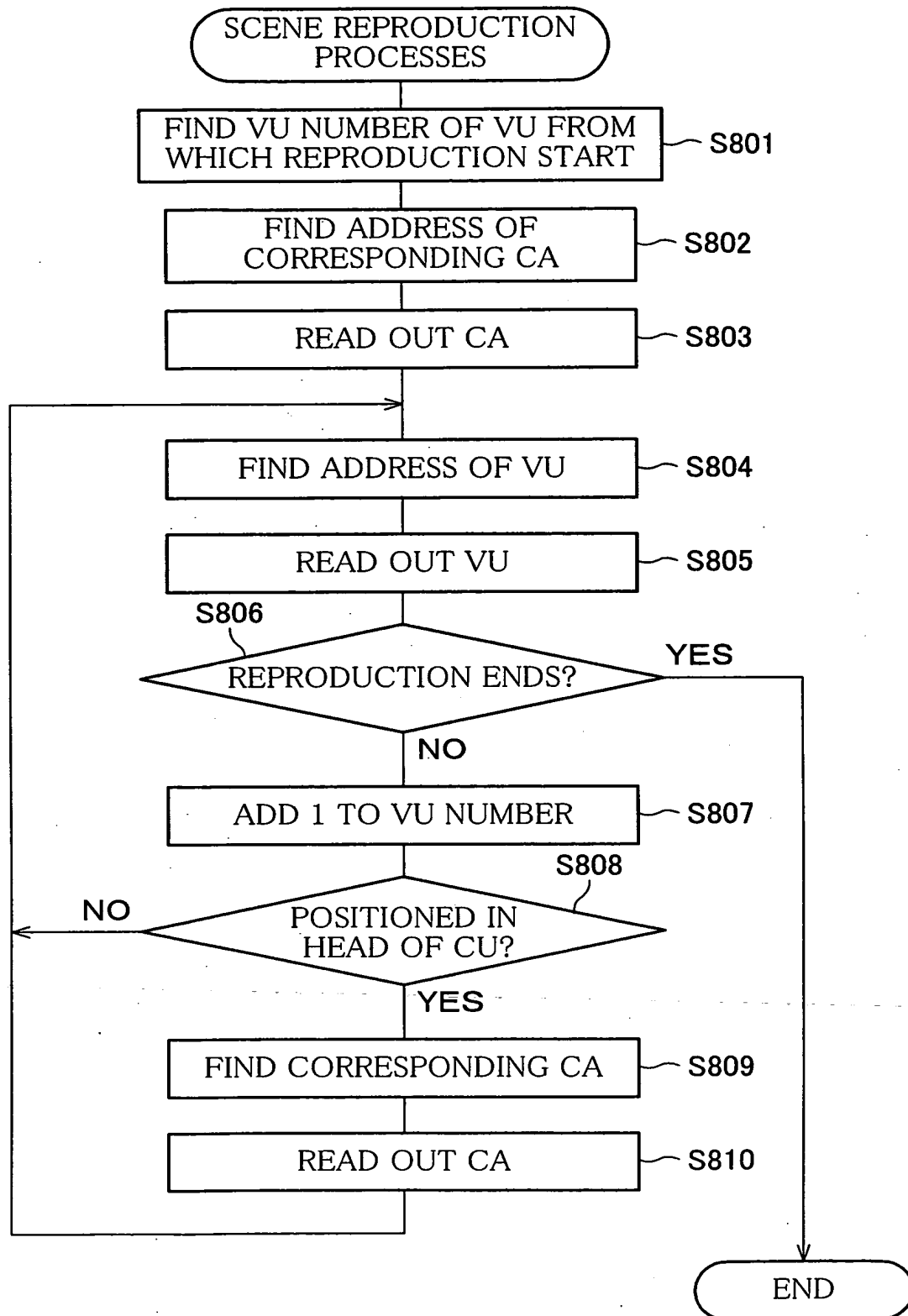
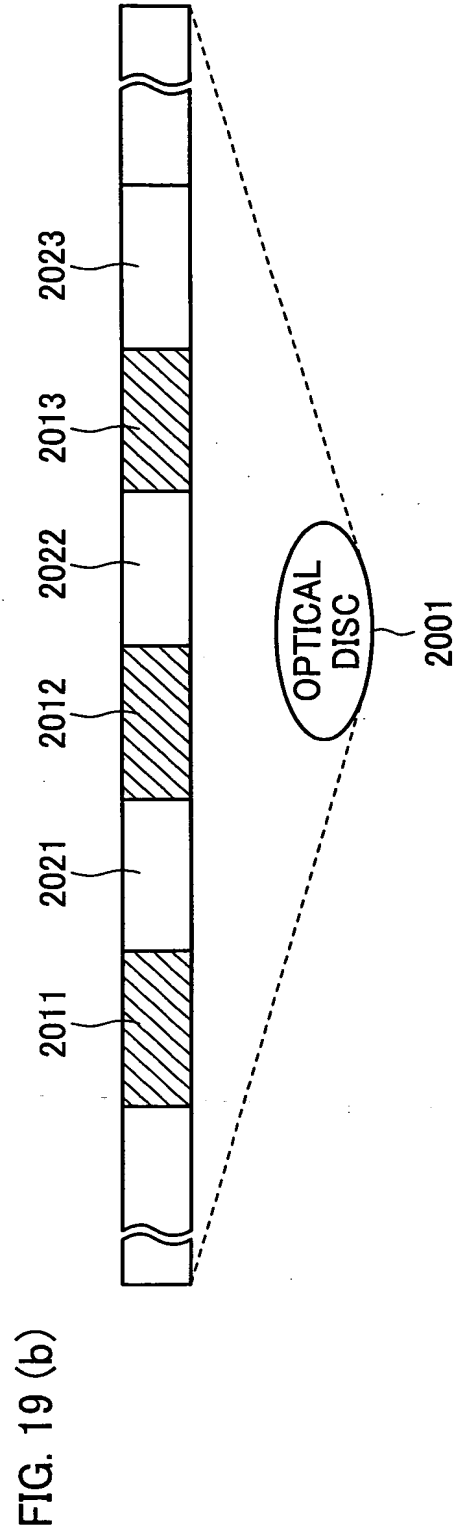
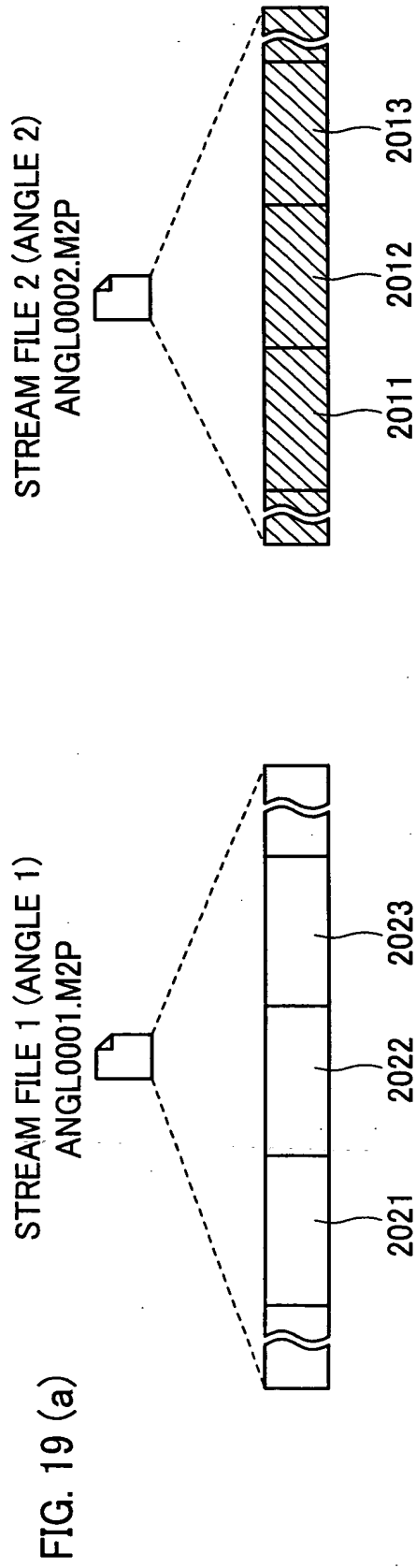


FIG. 18





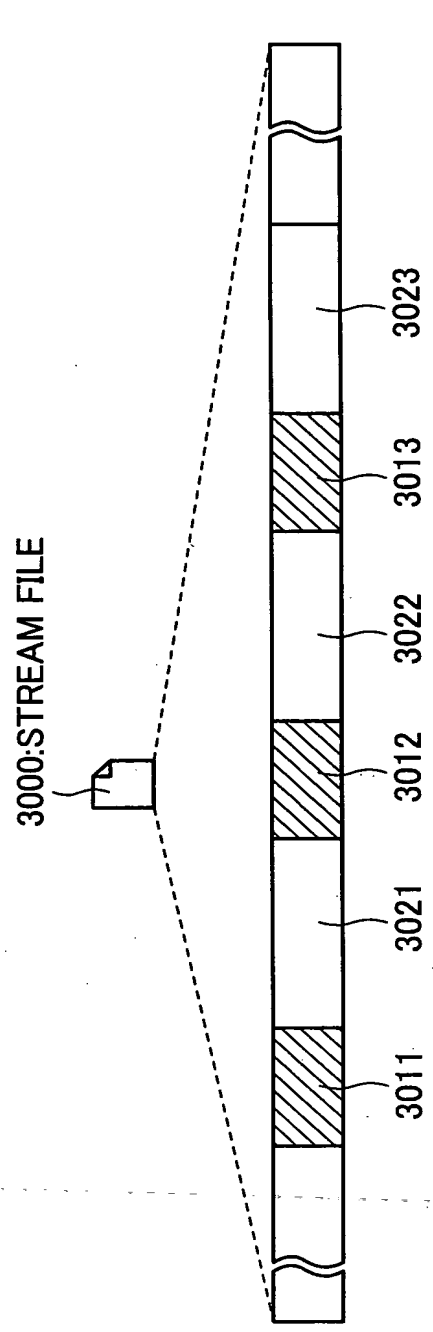


FIG. 20 (a)

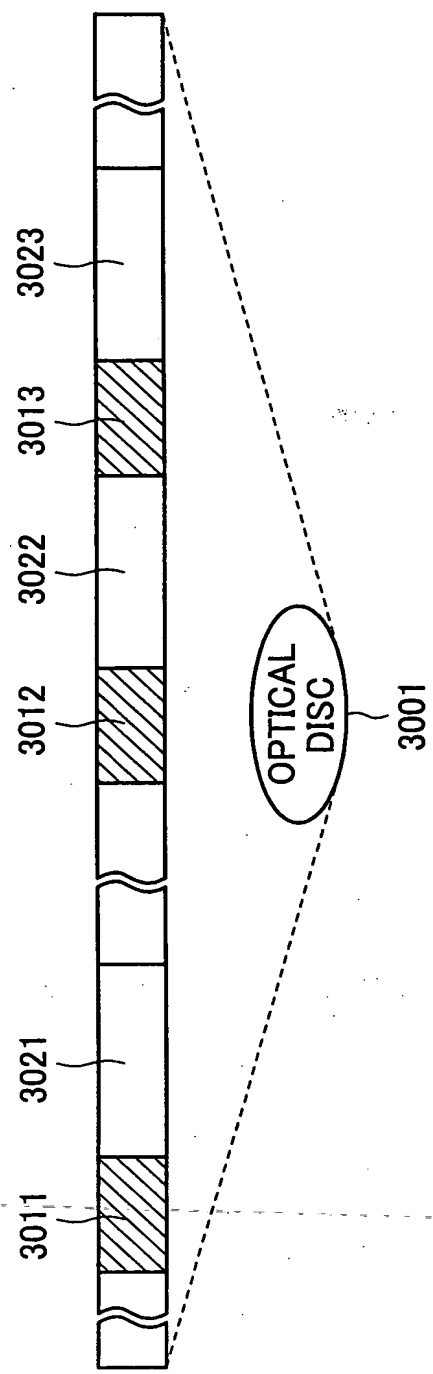
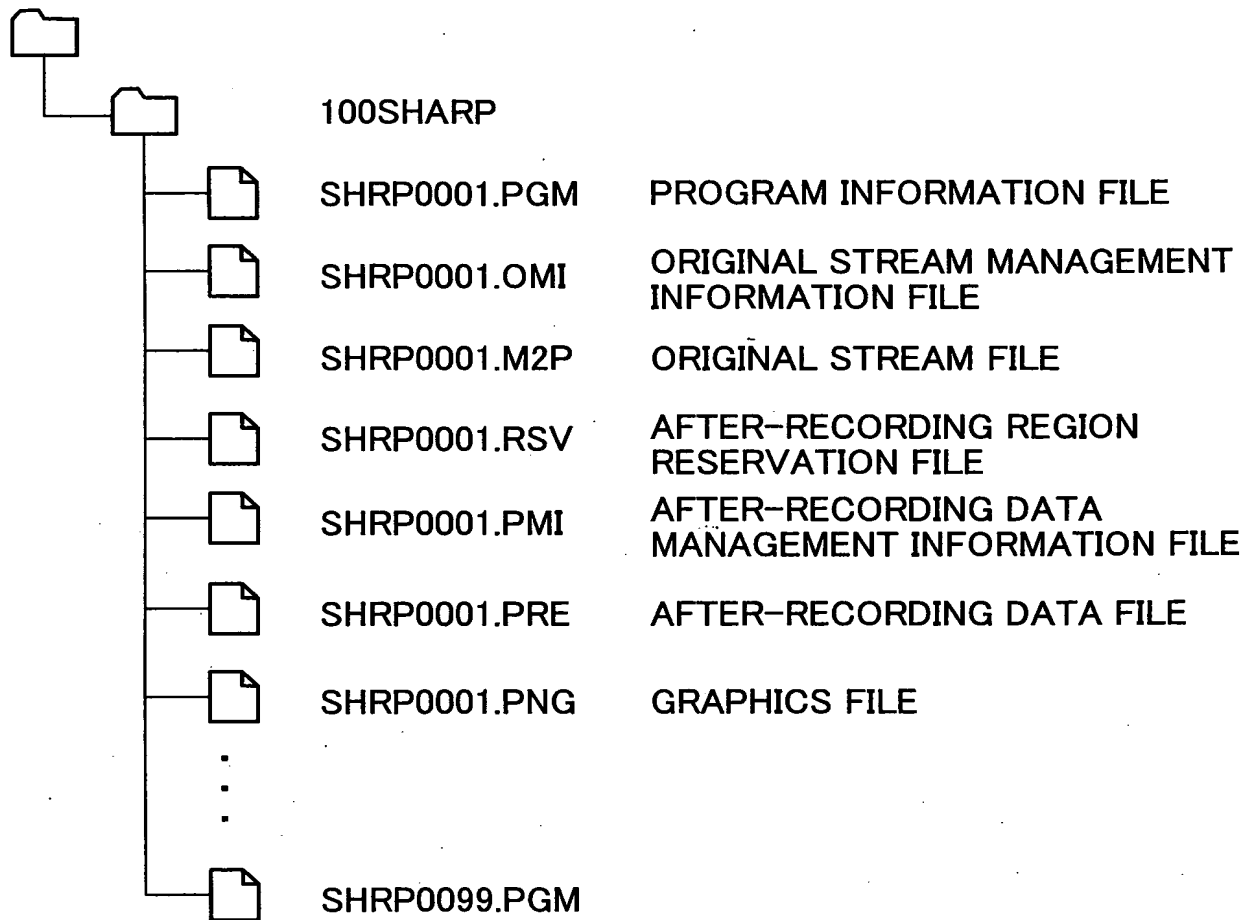


FIG. 20 (b)



FIG. 21



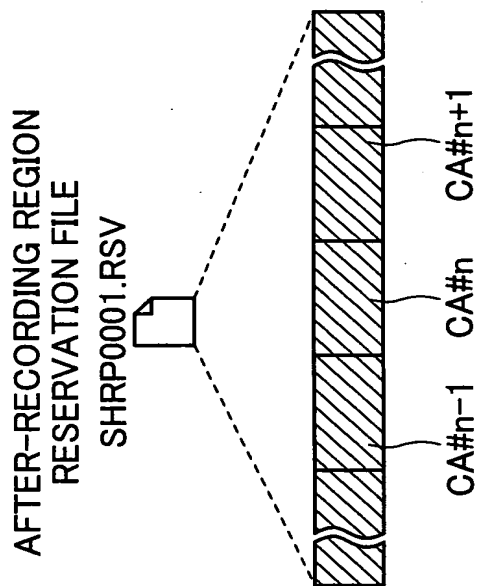


FIG. 22 (a)

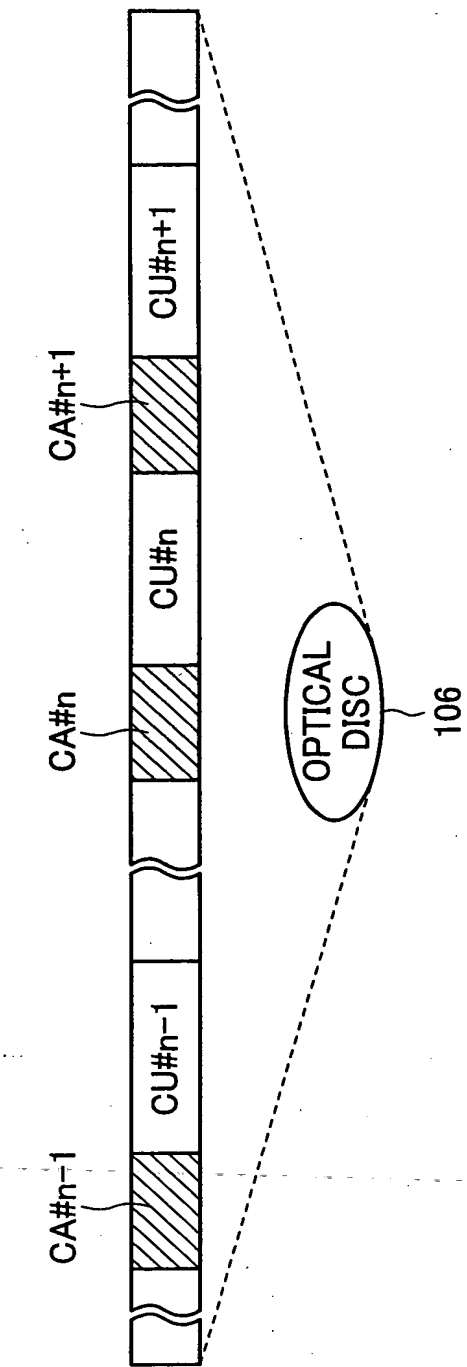


FIG. 22 (b)

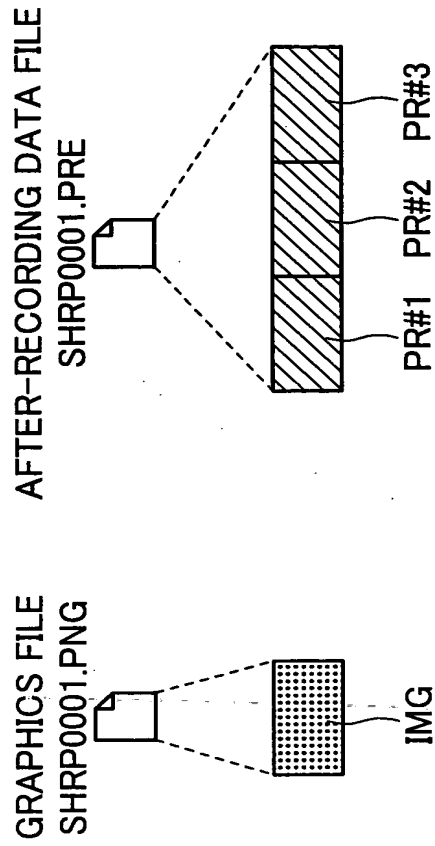


FIG. 23 (a)

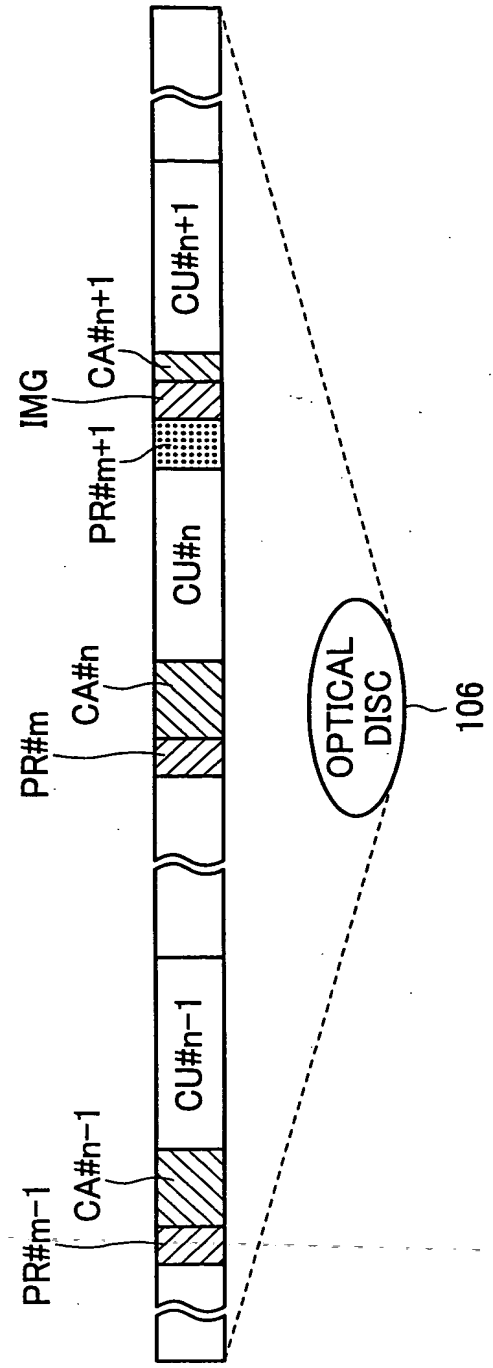


FIG. 23 (b)

FIG. 24

```
PROGRAM INFORMATION FILE {  
    pg_attribute()  
    scene_table()  
    subaudio_table()  
    graphics_table()  
}
```

FIG. 25 (a)

```
subaudio_table() {  
    number_of_subaudio  
    for (i=0; i<number_of_subaudio; i++){  
        subaudio_info()  
    }  
}
```

FIG. 25 (b)

```
subaudio_info() {  
    SA_filename  
    SA_flags  
    SA_start_time  
    SA_duration  
}
```

FIG. 26 (a)

```

graphics_table() {
    number_of_graphics
    for (i=0; i<number_of_graphics; i++){
        graphics_info()
    }
}

```

FIG. 26 (b)

```

graphics_info() {
    gr_filename
    gr_flags
    gr_start_time
    gr_duration
}

```

FIG. 27 (a)

```

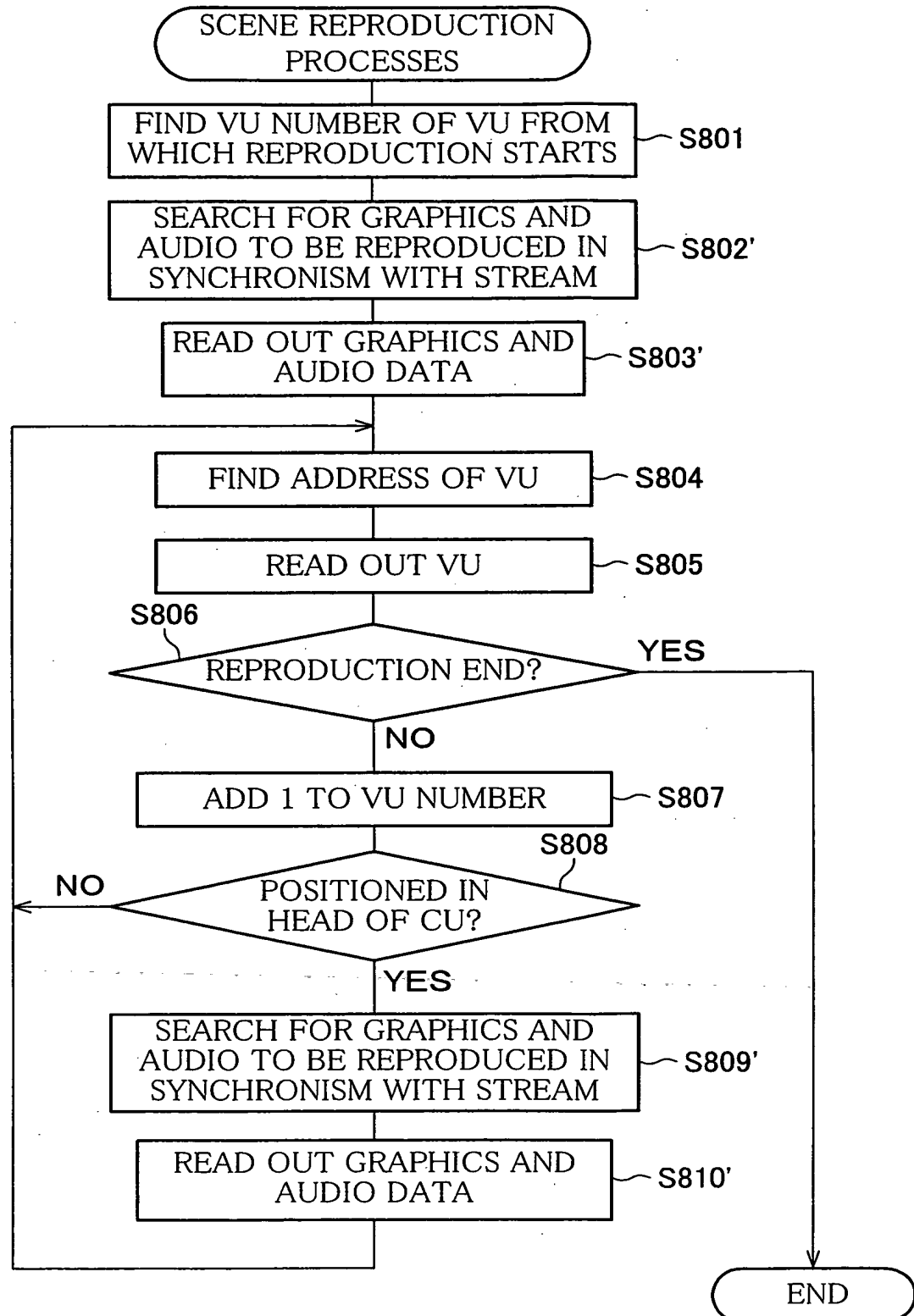
SA_flags/gr_flags(){
    interleaved_flag
}

```

FIG. 27 (b)

interleaved_flag	0b	NOT POSITIONED JUST BEFORE RELEVANT CU
	1b	POSITIONED JUST BEFORE RELEVANT CU

FIG. 28



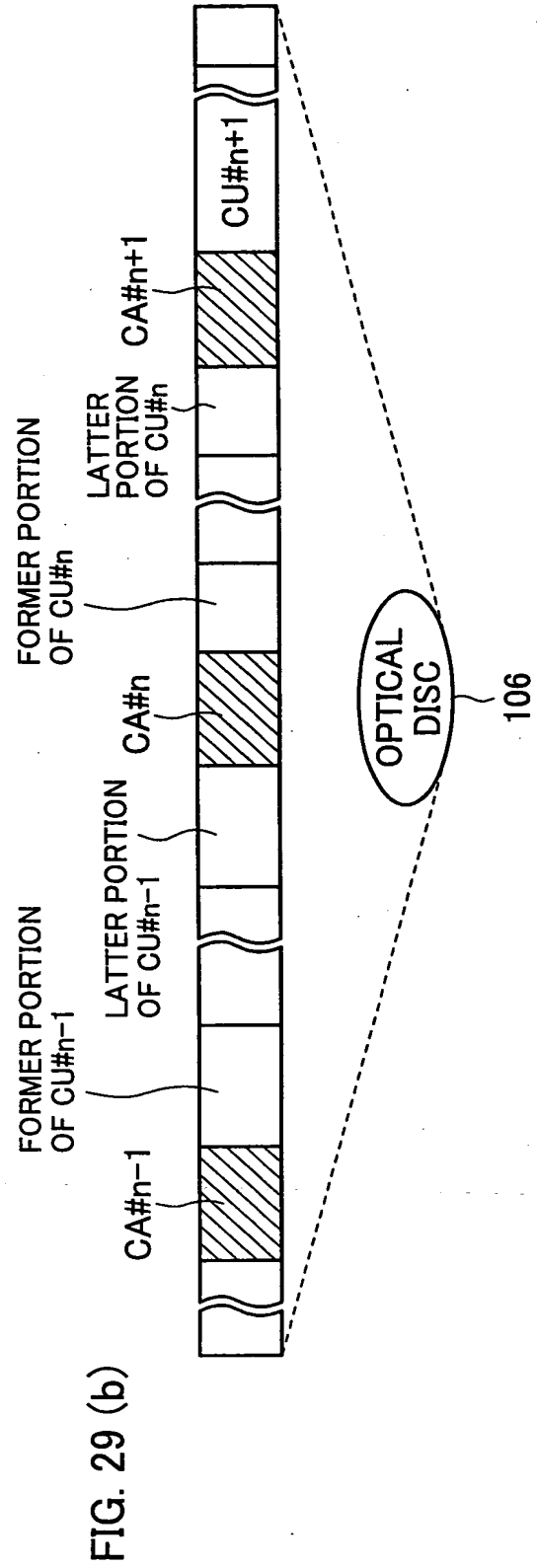
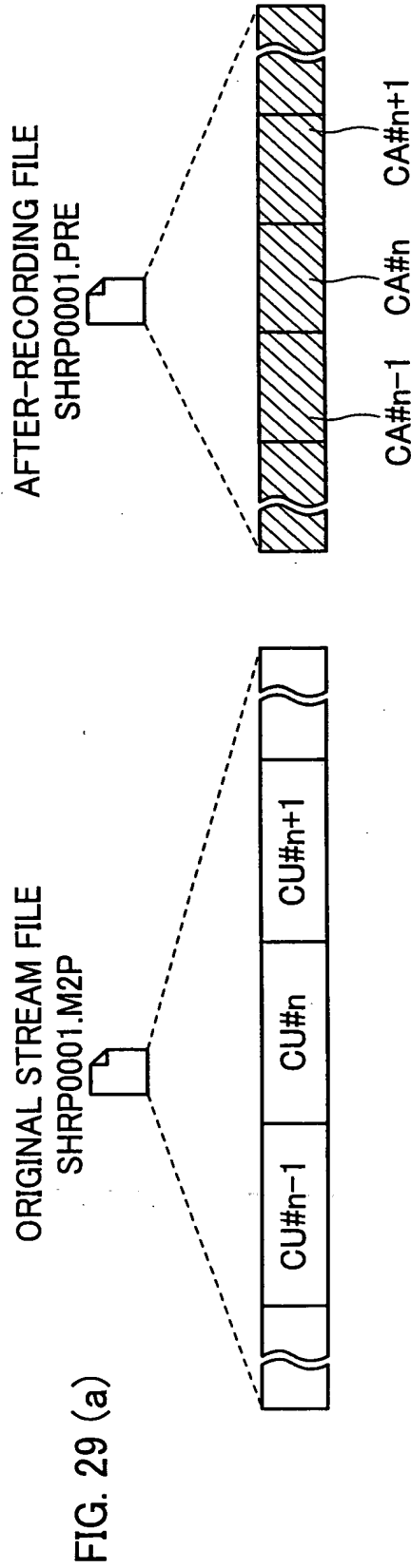


FIG. 30 (a)

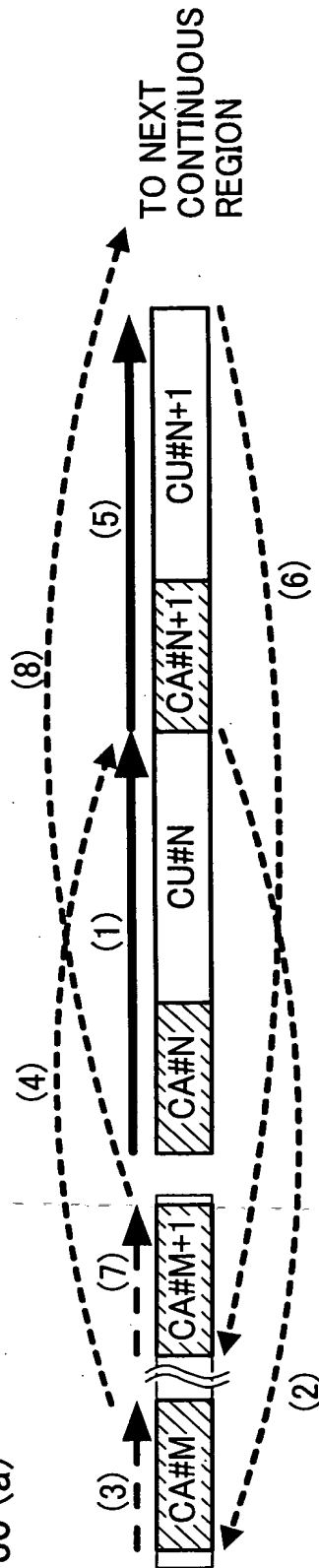
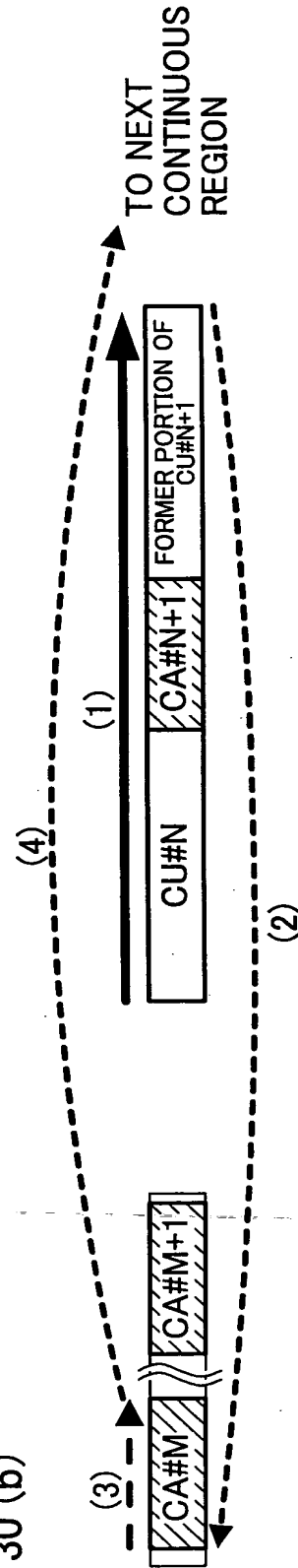


FIG. 30 (b)



READOUT   
 WRITTEN-IN   
 SEEKING